THE OFFICE OF THE GOVERNOR

EXECUTIVE DEPARTMENT STATE OF IDAHO BOISE

EXECUTIVE ORDER NO. 2000-08

ESTABLISHMENT OF THE CAMPAIGN LEADERSHIP TEAM FOR THE STATE EMPLOYEES CHARITABLE GIVING CAMPAIGN REPEALING AND REPLACING EXECUTIVE ORDER NO. 96-14

WHEREAS, state employees desire to help improve their communities; and

WHEREAS, state employees have always been very generous in contributing to help those most vulnerable; and

WHEREAS, the State of Idaho has an interest in establishing a single state employee charitable campaign which minimizes disruption in the workplace and administrative costs to Idaho's taxpayers and ensures the voluntary nature of employee participation; and

WHEREAS, a workplace campaign can build morale by providing an opportunity for employees to contribute positively to their communities as state employees; and

WHEREAS, state employees should have the ability to choose to give to any health and human service tax exempt 501(c)3 organization;

NOW, THEREFORE, I, DIRK KEMPTHORNE, Governor of the State of Idaho, by the authority vested in me under the Constitution and laws of this state do hereby order as follows:

The Governor shall appoint a Campaign Leadership Team including chair and co-chair made up of state employees to establish policy and govern the campaign.

The Governor shall ask each Department Head to appoint a Campaign Coordinator to provide leadership in planning and completing the state campaign for their department.

The Campaign Leadership Team will provide a report of the statewide results to the Governor.

This Executive Order repeals and replaces Executive Order 96-14.

IN WITNESS WHEREOF, I have hereunto set my hand and caused to be affixed the Great Seal of the State of Idaho at the Capitol in Boise on this fifteenth day of May in the year of our Lord two thousand and of the Independence of the United States of America the two hundred twenty-fourth and of the Statehood of Idaho the one hundred tenth.

DIRK KEMPTHORNE GOVERNOR

PETE T. CENARRUSA SECRETARY OF STATE